

ABSTRACT

Methods and apparatus for efficiently maintaining updated information on client/server object-oriented computing systems are disclosed. In accordance with one aspect of the present invention, a method for transmitting a packet of data from a first computing system to a second computing system in a client/server object-based computing system includes identifying the packet of data using the first computing system and attempting to send the packet of data from the first computing system to the second computing system. Once the attempt is made to send the packet of data, it is determined whether the packet of data is received by the second computing system. An acknowledgment is sent from the second computing system to the first computing system when it is determined that the packet of data is received by the second computing system. The acknowledgement indicates that the packet of data is received by the second computing system. In one embodiment, the method includes re-attempting to send the packet of data from the first computing system to the second computing system when the packet of data is not successfully received by the second computing system.